**Commands**

Commands are a series of animations separated by colons. A special command “loop” means go back to the start. A typical command might be “*fadein:wobble,time=2,repeat=1:moveout,mod1=90*”. Animations are run consecutively, so this would fade in (1 sec) wobble (2 sec) and move out (1 sec, straight up)

**Animations**

Animations consist of a name, then a series of parameters, all separated by commas. So a typical animation might be “*fadeout,time=2,tween=sineinout*” for example. The time, repeat parameters have standard defaults shown below. Mod1 and Mod2 default to 1.0 ; generally increasing these values increases the effect.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Time | Repeat | Mod1 | Mod2 | Description |
| Reset | 0.01 | 1 |  |  | Reset everything back to origin |
| Wobble | 0.05 | 0 | Wobble Power |  | Wobbling on the spot |
| Jagged | 0.05 | 1 | How angular |  | Static angled look |
| Fadein | 1 | 1 |  |  | Fade away to nothing |
| Fadeout | 1 | 1 |  |  | Fade in from nothing |
| Attention | 1 | 0 | Size of the pulse |  | Pulse gently |
| Curve | 1 | 0 | Size of the curve | Number of ‘bumps’ | Position of letters oscillate in sine wave |
| Scale | 1 | 0 | Size of the scale | Number of ‘bumps’ | Size of letters oscillate in sine wave |
| Pulser | 1 | 0 | Size of the pulse |  | Letters pulse individually |
| WPulser | 1 | 0 | Size of the pulse |  | Words pulse individually |
| ZoomIn | 1 | 1 | Degree of zoom max |  | Zoom in from large |
| ZoomOut | 1 | 1 | Degree of zoom max |  | Zoom out to large |
| None | 0.05 | 1 |  |  | Does nothing at all, delays. |
| MoveIn | 1 | 1 | Angle coming in | If > 1, size of move | Move on screen |
| MoveOut | 1 | 1 | Angle going out | If > 1, size of move | Move off screen |

Note animations with a zero repeat continue indefinitely. If you wish to (say) scale for a period of time, you need to have repeat = 1

**Tweens**

Tween names are built up of two parts – the “Easing” which defines the curve shape (e.g. back,bounce…) and where it is used in,out and inout. In is at the beginning, Out at the End, and InOut at both. So a full tween name would be, for example, “ElasticInOut”.

The library tween functions (and the graphics) come from the LGPL library “libclaw”.

|  |  |  |  |
| --- | --- | --- | --- |
| Easing | In | Out | InOut |
| Back | back-in.png | back-out.png | back-inout.png |
| Bounce | bounce-in.png | bounce-out.png | bounce-inout.png |
| Circ | circ-in.png | circ-out.png | circ-inout.png |
| Cubic | cubic-in.png | cubic-out.png | cubic-inout.png |
| Elastic | elastic-in.png | elastic-out.png | elastic-inout.png |
| Expo | expo-in.png | expo-out.png | expo-inout.png |
| Linear | linear-in.png | linear-in.png | linear-in.png |
| Quad | quad-in.png | quad-out.png | quad-inout.png |
| Quart | quart-in.png | quart-out.png | quint-inout.png |
| Quint | quint-in.png | quint-out.png | quint-inout.png |
| Sine | sine-in.png | sine-out.png | sine-inout.png |